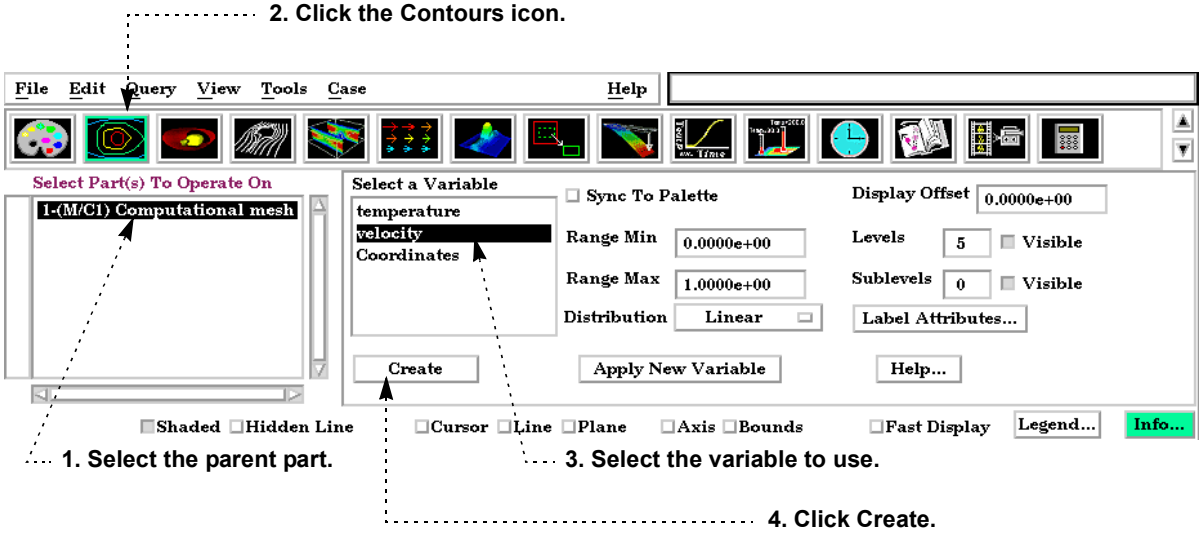
Introduction

A contour is a line of constant value on a two-dimensional (though not necessarily planar) surface. The region on one side of the line is larger than the isovalue; the region on the other side is less than the isovalue. EnSight creates contour lines in groups where the isovalues either correspond to the levels in the palette defined for the contour variable, or a user specified range and distribution. The main level contour lines can also be labeled with the corresponding palette value.

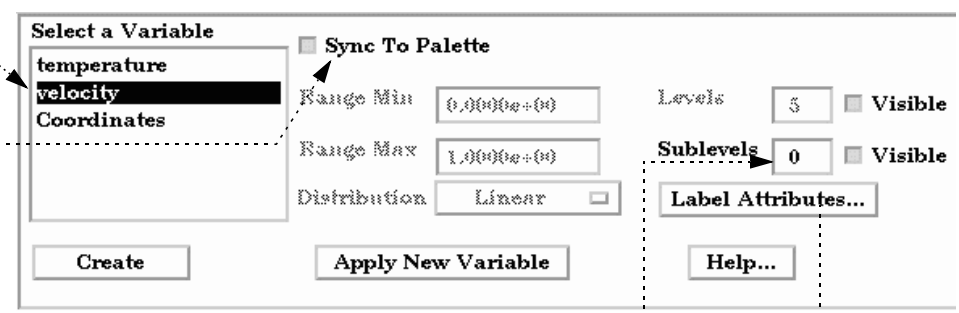
Basic Operation



The Contour Quick Interaction area lets you set the number of contour levels (and sublevels) as well as attach labels to the contour lines. Contour lines can be synced to the palette levels or can be chosen manually.

If you want the levels of the variable palette to be used for contours:

In the parts list, double-click the contour part you wish to edit.

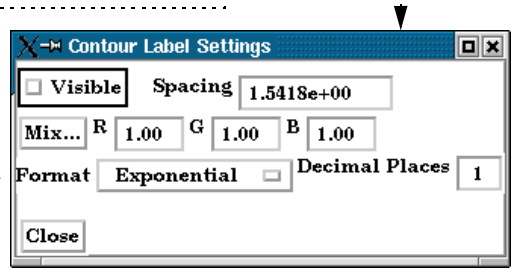


1. Select the Variable.

2. Toggle on Sync To Palette.

3. Select the number of sublevels desired (if any). And make sure Visible toggles are set as desired.

See How To Edit Color Maps for how to set the color palette levels.

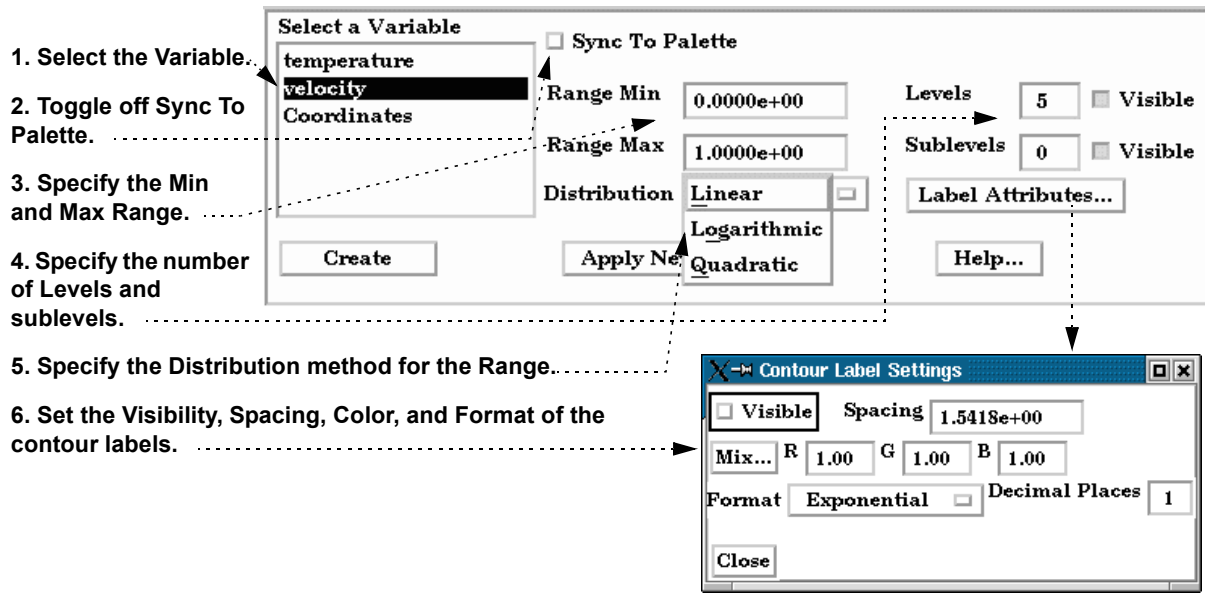


4. Set the Visibility, Spacing, Color, and Format of the contour labels.

Note that only the main contour levels (not the sublevels) are labeled.

If you want contour levels to be independent of Variable palette levels:

In the parts list, double-click the contour part you wish to edit.



Advanced Usage

When Sync To Palette is specified, the levels of the variable palette are used as the contour levels. You must edit the palette using the Feature Detail Editor for Variables to modify the number of levels, distribution, etc. See **How To Edit Color Maps** for guidance.

Other Notes

Unlike most part creation operators, contours are created from the client's representation of the part – not the server's. If the parent part of the contour consists of one-dimensional elements or has no client-side visual representation at all, the resulting contour will be empty. This would be the case if the parent part was currently displayed as feature angle, border representation, or not loaded. The 3D border, 2D full representation is typically used for contour part parents. See **How to Change Visual Representation** for more information.

See Also

Introduction to Part Creation, **How To Edit Color Maps**.

User Manual: **Contour Create/Update**